



# SGC Personnel File

Caution: Not to be used for identification purposes.

Name \_\_\_\_\_ Duty Station \_\_\_\_\_ Class \_\_\_\_\_ Level \_\_\_\_\_ MP Earned \_\_\_\_\_ MP Spent \_\_\_\_\_

Affiliation \_\_\_\_\_ Race/Species \_\_\_\_\_ Origin/Background \_\_\_\_\_

**STRENGTH**

**DEXTERITY**

**CONSTITUTION**

**INTELLIGENCE**

**WISDOM**

**CHARISMA**

Strength  
Dexterity  
Constitution  
Intelligence  
Wisdom  
Charisma

Saving Throw Modifiers

**SAVING THROWS**

Acrobatics  
Animal Handling  
Athletics  
Culture  
Deception  
Engineering  
Insight  
Intimidation  
Investigation  
Medicine  
Nature  
Perception  
Performance  
Persuasion  
Pilot  
Science  
Sleight of Hand  
Stealth  
Survival

**SKILLS**

d4 d6 d8 d10 d12 TENSION

**INITIATIVE**

**ARMOR CLASS** *X 17*

**DEFENSES**

PROFICIENCY BONUS

INSPIRATION

**SPEED**

Max HP Current HP Temp HP

**HIT POINTS**

HIT DICE

DEATH SAVES

EXHAUSTION

Successes  
Failures

**PROFICIENCIES & LANGUAGES**

**ACTIONS**

**MOXIE**

Starting Current

**DETERMINATION**

PASSIVE PERCEPTION (WIS)

PASSIVE INSIGHT (WIS)

PASSIVE INVESTIGATION (INT)

**SENSES**

Attack Name	Hit	Damage	Range	Reload	Special
<del>Blade</del>					
Blade	+3	1d4			finesse
Marital Arts	+3	1d6			
M q	+3	1d8			
Crossbow	+3	1d8	40/150		
Whip	+1	1d4	2		finesse, flexible

**WEAPONS & ATTACKS**

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FEATURES & TRAITS

<p>→ <i>Tactical vest</i></p> <p>ARMOR</p>	<p>WEAPON 1</p>	<p>AMMUNITION</p> <p>WEAPON 1</p>
<p>HELMET / SHIELD</p>	<p>WEAPON 2</p>	<p>WEAPON 2</p>
<p>+ Feinglass + Fallschirm + Enten haben <math>\hat{=}</math> (6)</p> <p>BASE KIT</p>	<p>WEAPON 3</p>	<p>WEAPON 3</p>
	<p>WEAPON 4</p>	<p>WEAPON 4</p>
<p>EQUIPMENT</p>		<p>EXTRA RELOADS</p>
		<p>BULK CARRIED <i>9</i></p>
		<p>ENCUMBERED WEIGHT</p>
		<p>PUSH/DRAG/LIFT</p>

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ADDITIONAL FEATURES & TRAITS

ADDITIONAL EQUIPMENT

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CHARACTER APPEARANCE

ALLIES & ORGANIZATIONS

PERSONALITY TRAITS

IDEALS

FLAWS

CHARACTER BACKSTORY

ADDITIONAL NOTES